

## ROCK RAIDERS PSX

The project has three months until Master. (31<sup>st</sup> July 1999)  
Which I have broken down into four milestones.

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### SCHEDULE

MILESTONE 10 – 30/4/99  
Alpha MILESTONE 11 – 4/6/99  
Beta MILESTONE 12 – 02/7/99  
Gold MILESTONE 13 – 31/7/99

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#### MILESTONE:10

Everything we currently have.-mesh printing,  
vertex lighting, vehicle movement,  
unit selection, collision, etc.

Drilling: Men	2 days	Tue 13/04/99	Wed 14/04/99
Drilling: Vehicles Generic	1 day	Thu 15/04/99	Thu 15/04/99
Event Scheduler: with Graphic Display	2 days	Fri 16/04/99	Mon 19/04/99
Object List: Load/Save/Edit	2 days	Tue 20/04/99	Wed 21/04/99
MapEdit: Load/Save/Edit	0.5 days	Thu 22/04/99	Thu 22/04/99
Level: Generic Load/Edit	1 day	Thu 22/04/99	Fri 23/04/99
Level: Generic Test	1 day	Fri 23/04/99	Mon 26/04/99
Caverns: Opening up on drilling	1 day	Mon 26/04/99	Tue 27/04/99
Collision: Generic map	1 day	Tue 27/04/99	Wed 28/04/99
Collectibles: Generic-Crystal etc	1 day	Wed 28/04/99	Thu 29/04/99
Design interface between Net Yaroze and dev kit	1 day	Mon 19/04/99	Mon 19/04/99
Intro screens – basic function less graphics.	4 days	Tue 20/04/99	Mon 26/04/99

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#### ALPHA MILESTONE: (11)

Enemies: Generic move/collision/AI	2 days	Thu 29/04/99	Mon 03/05/99
Enemies: Rock Monster	1 day	Mon 03/05/99	Tue 04/05/99
Enemies: Rock Whale	0.5 days	Tue 04/05/99	Tue 04/05/99
Enemies: Spiders	0.5 days	Wed 05/05/99	Wed 05/05/99
Enemies: Scorpions	0.5 days	Wed 05/05/99	Wed 05/05/99
Weapons: Generic-either side	1 day	Thu 06/05/99	Thu 06/05/99
Weapon: Dynamite-Drop onto floor	1 day	Fri 07/05/99	Fri 07/05/99
Weapon: Super-dynamite	1 day	Mon 10/05/99	Mon 10/05/99
Weapon: Pusher Gun	0.5 days	Tue 11/05/99	Tue 11/05/99
Weapon: Freezer Gun	0.5 days	Tue 11/05/99	Tue 11/05/99
FX subsystem: Generic	1 day	Wed 12/05/99	Wed 12/05/99
Collision: Generic-Vehicles with terrain	1 day	Thu 13/05/99	Thu 13/05/99
Electric Fences	1 day	Fri 14/05/99	Fri 14/05/99
Minifigure: general AI	1 day	Mon 17/05/99	Mon 17/05/99
Vehicles: Generic Movement and simple AI	1 day	Tue 18/05/99	Tue 18/05/99
Vehicle: Hoverboard	0.5 days	Wed 19/05/99	Wed 19/05/99
Vehicle: Catamaran	0.5 days	Wed 19/05/99	Wed 19/05/99
Vehicle: Loader Dozer	0.5 days	Thu 20/05/99	Thu 20/05/99
Vehicle: Granite Grinder	0.5 days	Thu 20/05/99	Thu 20/05/99
Vehicle: Small Digger	0.5 days	Fri 21/05/99	Fri 21/05/99
Vehicle: Small Helicopter	0.5 days	Fri 21/05/99	Fri 21/05/99
Vehicle: Tunnel Helicopter	0.5 days	Mon 24/05/99	Mon 24/05/99

Helicopter Scoop/Drop Water	1 day	Mon 24/05/99	Tue 25/05/99
Helicopter lift men/vechicles	1 day	Tue 25/05/99	Wed 26/05/99
Helicopter lift cargo	1 day	Wed 26/05/99	Thu 27/05/99
Minifigure: Rock Raider	1 day	Thu 27/05/99	Fri 28/05/99
Vehicle: Robo-suit	1 day	Fri 28/05/99	Mon 31/05/99
Pause game	0.5 days	Mon 31/05/99	Mon 31/05/99

Select Options screens	4 days	Tue 27/04/99	Fri 30/04/99
Between level animations	2 days	Mon 03/05/99	Tue 04/05/99
Level won screen	1 day	Wed 05/05/99	Wed 05/05/99
Level lost screen	1 day	Thu 06/05/99	Thu 06/05/99
Quit screen	1 day	Fri 07/05/99	Fri 07/05/99
Credits Screen	3 days	Mon 10/05/99	Wed 12/05/99
Level design on paper	20 days	Mon 19/04/99	Mon 17/05/99
Level: Design for Alpha	27.5 days	Fri 23/04/99	Tue 01/06/99

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#### MILESTONE BETA (12)

Camera Movement AI	1 day	Thu 03/06/99	Thu 04/06/99
Radar system	1 day	Fri 04/06/99	Fri 04/06/99
Levels: completion deadline	5 days	Mon 07/06/99	Fri 11/06/99
Lava: vertex lighting system	2 days	Mon 14/06/99	Tue 15/06/99

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#### MILESTONE GOLDEN MASTER

Final game tweaks and debugging	9 days	Fri 18/06/99	Thu 01/07/99
Master	0 days	Fri 02/07/99	Fri 02/07/99